

**CSC361/661 Digital Media  
Spring 2007  
Burg**

**Syllabus**

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**Goals:**

- To learn about the science of digital media, covering topics like resolution, bit depth, aliasing, SNR, noise shaping, filters, transforms, compression, etc.
- To learn how to work within multimedia programming environments like Director and Flash, combining media in animations and interactive environments.

**Book:**

*The Science of Digital Media*, Chapters 1 through 5. See <http://digitalmedia.wfu.edu/project/digital-media-curriculum-development/textbased-index.html> under CS Module. ("Expand all" and go to individual chapters, which are PDF files.)

**Grading:**

|                                    |     |
|------------------------------------|-----|
| Tests                              | 40% |
| Projects                           | 40% |
| Worksheets and class participation | 20% |

**Tentative due dates:**

|  |             |
|--|-------------|
| Project 1 – Director game program                                    | January 31  |
| Project 2 – Flash game program                                       | February 12 |
| Chapter 1 pre-test   | February 14 |
| Chapter 1 test   | February 21 |
| Chapter 2 pre-test   | February 23 |
| Chapter 2 test   | March 5     |
| Chapter 3 pre-test   | March 7     |
| Plan for digital photograph  | March 19    |
| Chapter 3 test   | March 26    |
| Chapter 4 pre-test   | March 28    |
| Digital photograph   | April 2     |
| Chapter 4 test   | April 9     |
| Chapter 5 pre-test   | April 11    |
| Proposal for final project (must include some digital audio or MIDI) | April 16    |
| Chapter 5 test   | April 23    |
| Final project  | May 2       |

**Note:** Pre-tests are completed outside of class. Do them individually without help from books or others. There's a grade penalty for not completing a pre-test on time, but no penalty for doing poorly on it.